THE ELDEEN RANGER

Ranger Archetypes for Eberron

A collection of Eberron Character Options

by Stuart Broz

THE ELDEEN RANGER

Rangers of Eberron

The Ranger class can represent any martial character in tune with its environment. It need not be limited to those with ties to druidic orders. Indeed, there are rangers who focus on environments that are not even natural – from those who hunt aberrations in the manifest madness of the tunnels of Khyber to bounty hunters stalking the skyways of Sharn to treasure-seeking explorers braving the ruins of ancient civilizations in Xen'drik.

This supplement is not focused on any of the above. Herein, we will look at the rangers who follow the common druidic traditions of Khorvaire: the Ashbound, the Children of Winter, the Gatekeepers, the Greensingers, and the Wardens of the Wood. These are not the only druidic traditions on Khorvaire, nor are they the only ones with rangers who follow their teachings, but they are among the ones most-widely known across Eberron.

Which Ranger?

Some groups use the alternative playtest rules for the ranger class published in Unearthed Arcana in September 2016. While this supplement will assume the base ranger class published in the *Players Handbook*, all the archetypes within should be compatible with the revised ranger as well.

CHARACTER OPTIONS FOR EBERRON
by Stuart Broz

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, *Player's Handbook, Monster Manual, Dungeon Master's Guide,* D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2016 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

ASHBOUND AVENGER

Champions of Nature

The Ashbound are a small druidic sect based in the Eldeen Reaches. They are often considered extremists, believing civilization and its trappings to be affronts against nature. While they have traditionally avoided bloodshed, they are not against launching attacks on frontier settlements or outposts.

Notably, the Ashbound consider non-druidic magic to be unnatural and will, at the very least, discourage its use.

The Ranger's Role Among the Ashbound

While most Ashbound are druids, the sect also includes rangers and barbarians. Ashbound rangers, in particular, are likely to leave the wilderness to lead strike teams and hunting parties against sources of unnatural power. During the Last War, such strike teams were a particular thorn in the side of Aundair, with its military reliance on arcane magic.

Ashbound prefer to fight unarmored and sometimes rely upon unarmed strikes. As such, some of their rangers choose to multiclass as barbarians or even monks.

While some Ashbound rangers become Beast Masters, Hunters, or Monster Slayers, others follow the Avenger archetype below. Shifters and humans make up the bulk of Ashbound Avengers.

Ashbound Avenger Features

Ranger Level	Feature
3rd	Strength of Nature, Wild Movement
7th	Hunt the Unnatural
11th	Mageblinder, Consecration of Blood
15th	Champion of Nature

Strength of Nature

At 3rd-level, you may expend a spell slot as a bonus action, enhancing your combat ability. For the next minute, your first weapon attack each round deals an additional 1d4 damage. This bonus damage increases to 2d4 at 11th-level. Also, if you are unarmored, your AC increases for the same duration by an amount equal to the level of the spell slot expended. Use of a shield does not prevent you from benefitting from this bonus.

Wild Movement

At 3rd-level, when you take the Dash action, opportunity attacks made against you until the beginning of your next turn are made at disadvantage, as you learn to emulate the motion of beasts in their natural environments.

Hunt the Unnatural

At 7th-level, you have advantage on ability checks to track or detect hidden creatures if they are humanoids who are concentrating on a spell or wearing metal armor, or of the type aberration, construct, monstrosity, or undead. If you detect such a creature, you may use your reaction to make a weapon attack against it, provided that you have a weapon in hand for which the creature is within reach or range.

Mageblinder

At 11th-level, you become difficult to detect with divination magic. A creature that attempts to detect you with a divintation effect must succeed in an ability check with their spellcasting ability with a DC equal to 10 + your proficiency bonus + your Wisdom bonus or their attempt fails.

Consecration of Blood

Also at 11th-level, when you reduce a creature to 0 hit points, you may immediately spend your reaction to cause plants to spring up and grow to full size within a 30 foot radius from the creature. This area becomes difficult terrain, but it does not hinder the movement of you or your allies.

Champion of Nature

At 15th-level, while you are under the effects of your Strength of Nature feature, you gain additional benefits:

- Your first weapon attack each round gains an attack bonus equal to the level of the spell slot expended for Strength of Nature. This bonus applies to all attacks you make with unarmed strikes.
- When you use your unarmed strike against an object that is constructed, crafted, or worked in some way, any hit is considered a critical hit.
- As long as you are not wearing armor, you heal a number of hit points at the start of your turn equal to 1d6 + the level of the spell slot expended for Strength of Nature. This trait does not function if you would otherwise have 0 hit points at the start of your turn.

AGENT OF WINTER

Staving off the End of All

The Children of Winter believe that the end is coming – that nature has been perverted to its limit and will retaliate, reclaiming the world. Many of them point to the Mournland as a mere warning. Others see it as the literal beginning of the end.

The Children of Winter accept the oncoming winter as part of the natural cycle. Still, some of them take an active role in attempting to restore the natural order and forestall nature's wrath. They do this in a variety of ways. Some seek out and destroy undead and other unnatural creations of dark magic. Others cull the weak that are pampered by civilization and would have died were they to have been born in the wild, often by spreading disease. Rangers among the Children of Winter can take either (or both) of these roles. Some Rangers among the Children of Winter follow the Gloom Stalker or Monster Slayer paths, but other become true Agents of Winter.

Agent of Winter Features

Ranger Level	Feature
3rd	Plaguetouched, Survivor, Winter Magic
7th	Plaguebearer
11th	Lay to Rest, Sense Weakness
15th	Plaguemaster

Plaguetouched

At 3rd-level, when you hit a creature with a weapon attack, you may use your reaction to deal an additional 1d8 poison damage to the creature. When you reach 11th-level in this class, the extra damage increases to 2d8.

Survivor

Also at 3rd-level, you gain resistance to poison damage and advantage on saving throws against poison and disease.

Winter Magic

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Agent of Winter Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Agent of Winter Spells

Ranger Level	Spell
3rd	*bane*
5th	*blindness/deafness*
9th	*remove curse*
13th	*death ward*
17th	*contagion*

Plaguebearer

At 7th-level, you become immune to disease and the poisoned condition. When you are hit by an attack or targeted by an effect that would normally deal poison damage or require a saving throw against poison or disease, your melee and ranged weapon attacks gain an extra effect for one minute. A creature hit by your melee or ranged weapon attack during this time must succeed on a Constitution saving throw or be poisoned until it completes a short rest. The DC of this saving throw is 8 + your proficiency bonus + your Wisdom bonus.

Lay to Rest

At 11th-level, corpses that are within 30 feet of you cannot be turned into undead creatures.

Plaguemaster

Also at 11th-level, when a creature you can see within 60 feet of you makes a saving throw against disease or poison, you may use your reaction to impose your choice of either advantage or disadvantage on the roll.

Noxious Defense

At 15th-level, when a creature you can see within 10 feet of you hits your with an attack, you can use your reaction to force it to choose between two options: it can either reroll the attack, keeping the second roll, or it can take 3d12 poison damage.

GATEWAY SENTINEL

Guard Against the Horrors

The Gatekeepers are the oldest of the druidic sects in Khorvaire, originating with the orcs who closed off the gates to Xoriat, helping to end the Daelkyr invasion over 3,000 years ago. Today, they remain dedicated to keeping Eberron safe from extraplanar threats. The rangers among the Gatekeepers take on a variety of roles. Some are Gloom Stalkers or Monster Slayers, who hunt aberrations in Khyber. While the Horizon Walker archetype would appear to be particularly appropriate to the Gatekeepers, its abilities focus upon moving between planes, which is not the specialty of the Gatekeepers. The Gateway Sentinel, below, provides a set of features that more closely matches the role and abilities of rangers among the Gatekeepers.

Nearly all Gatekeeper rangers select aberrations and fiends as favored enemies.

Gateway Sentinel Features

Ranger Level	Feature
3rd	*Dire Guardian, Gatekeeper Magic*
7th	*Sense the Unnatural*
11th	*Mind Like a Trap*
15th	*Dimension Lock*

Dire Guardian

At 3rd-level, you may use a bonus action to select one creature or object that you can see within 30 feet as your ward. When a creature within 5 feet of you attacks your ward or targets it with a spell, you may use your reaction to make a weapon attack against that creature. If your attack hits, it deals an extra 1d8 points of damage. This extra damage increases to 2d8 at 11th-level.

Gatekeeper Magic

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Gateway Sentinel Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Gateway Sentinel Spells

Ranger Level	Spell
3rd	*protection from evil and good*
5th	*lesser restoration*
9th	*magic circle*
13th	*banishment*
17th	*dispel evil and good*

Sense the Unnatural

At 7th-level, you become attuned to the presence of aberrations and fiends. When an aberration or fiend comes within 60 feet of you, it must make a Charisma (Deception) check with a DC equal to your Passive Perception. If it fails, you become aware of its presence and can identify its creature type. If it is invisible or hidden, you know it is there. If you can see it, you can identify it and pick it out of a crowd.

If you become aware of a creature through the use of this ability, you can add your proficiency bonus to any Wisdom saving throws you make against that creature's abilities until you complete a short or long rest.

Mind Like a Trap

At 11th-level, you can use your action to end one effect on yourself that is causing you to be charmed. If you do so, the creature that charmed you must make a Charisma saving throw with a DC equal to 10 + your proficiency bonus + your Wisdom bonus. If the creature fails this saving throw, it becomes *frightened* of you. On each of its turn, it may use its action to make another attempt at this saving throw in order to end the effect. Once you use this feature, you may not do so again until you have completed a short or long rest.

Dimension Lock

At 15th-level, you can use your action to cause an area emanating from you in a 20 foot radius to become inaccessible to interdimensional travel and teleportation effects. Creatures can leave this area via such effects, but not enter it. This effect last until you complete a short or long rest or you use an action to end it.

TWILIGHT KNIGHT

Champions of the Fey

The Greensingers are unusual among the druidic sects of the Eldeen Reaches in that they are not, strictly, defenders of the natural order. Instead, they aim to infuse nature with the magic of the fey.

While there are Horizon Walkers among the Greensingers, they focus upon learning more about other planes. Twilight knights, instead, fight to bring more magic into the world. They may serve a particular Archfey or act as a guardian of a manifest zone or other magical location. Others have taken up a quest in order to fill the world with new legends – they believe that by doing so they are strengthening the connection between Thelanis and Eberron.

Touched by Thelanis

Twilight knights often manifest cosmetic physical changes that reflect their fey connection. Your skin may turn green, taking on the appearance of leaves, your eyes may reflect an alien night sky, or you might be followed by the scent of honeysuckle.

Twilight Knight Features

Ranger Level	Feature
3rd	*Arcane Strike, Scent of Magic, Twilight Knight Magic*
7th	*Enchanting Touch*
11th	*Fey Ward, Scent the Hidden*
15th	*Glorious Challenge*

Arcane Strike

At 3rd-level, when you hit a creature with a weapon attack, you may use your bonus action to expend one spell slot and make an additional attack. If this attack hits, it deals 1d8 extra damage for a 1st-level spell slot, plus 1d8 for each spell-level higher than 1st.

Scent of Magic

When they select this archetype at 3rd-level, twilight knights gain an uncanny ability to sense magic and magical locales. They may cast detect magic a number of times equal to their Wisdom modifier (minimum 1). While this ability is in use, they can also detect manifest zones and identify the plane that they are linked to. They regain all expended uses of this feature when they complete a long rest.

Twilight Knight Magic

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Twilight Knight Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Twilight Knight Spells

Ranger Level	Spell
3rd	*heroism*
5th	*misty step*
9th	*phantom steed*
13th	*hallucinatory terrain*
17th	*dream*

Enchanting Touch

At 7th-level, you may make a melee spell attack to touch a creature and force it to make a Charisma saving throw with a DC equal to 10 + your proficiency bonus + your Wisdom modifier. If the target fails this saving throw, it is *charmed* by you and finds you fascinating. This effect ends if you cause harm to the target or one hour passes, at which point the target realizes that it was charmed by you. Once you use this feature, you cannot do so again until you complete a short or long rest.

Fey Ward

At 11th-level, you may use your bonus action to designate a creature as your foe. If you do so, you gain resistance to bludgeoning, piercing, and slashing damage from that creature's nonmagical attacks. This feature lasts until you complete a short rest or use a bonus action to designate a different creature.

Scent the Hidden

Also at 11th-level, when you use your Scent of Magic feature, you can sense invisible and ethereal creatures as if using a *see invisibility* spell for the duration of the effect.

In addition, whenever you use your Primeval Awareness ability, you also learn whether there is a manifest zone within range.

Glorious Challenge

At 15th-level, when you use your Fey Ward, creatures other than your designated foe have disadvantage on attacks against you. In addition, if you make a weapon attack against your designated foe and miss, you may use your reaction to re-roll the attack.

Border Warden

Protecting the Balance

The Wardens of the Woods believe in protecting nature and civilization from each other, maintaining a comfortable, if sometimes delicate, balance. They are the largest of the Eldeen sects and the easiest for many outsiders to understand. Their rangers may follow a variety of archetypes, but the border wardens are one of the most commonly seen as they patrol the roads and fields where habitation meets the wild.

Border Warden Features

Ranger Level	Feature
3rd	*Charge to Battle*
7th	*Deadly Counter, Guardian Stance*
11th	*Pulse of Life*
15th	*Guardian of Balance*

Charge to Battle

At 3rd-level, you may use your bonus action to take the Dash action in the first round of combat. If you do so, you deal an extra 1d8 damage of the weapon's damage type on all successful attacks until the beginning of your next turn.

Border Warden Magic

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Border Warden Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Border Warden Spells

Ranger Level	Spell
3rd	*detect evil and good*
5th	*warding bond*
9th	*Leomund's tiny hut*
13th	*aura of life*
17th	*banishing smite*

Deadly Counter

When a creature hits you with an attack, your attacks against that creature score a critical hit on a 19-20 until the end of your next turn.

Guardian Stance

At 7th-level, allies within 10 feet of you can use their bonus action to take the Disengage action.

Pulse of Life

At 11th-level you gain the ability to draw on the world around you to bolster the lives of your allies. You may use your bonus action to cause all allies within 10 feet of you to heal a number of hit points equal to your ranger level. Once you use this feature, you can't use it again until you complete a short or long rest.

Guardian of Balance

At 15th-level, the environment around you recognizes you as a guardian of balance and seeks to aid you. Your enemies treat the area in a 20 foot radius around you as difficult terrain. In addition, you can use a bonus action to call for aid from your surroundings, providing you with advantage on a single attack, Strength (Athletics), or Wisdom (Perception) check.